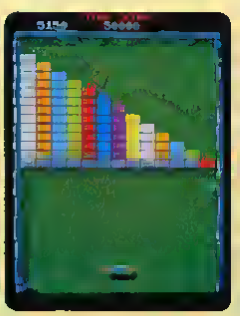
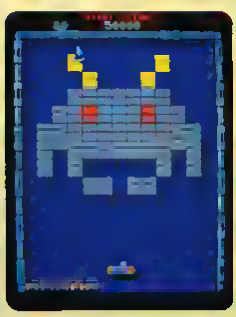
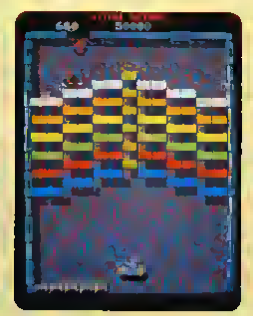
TAITO

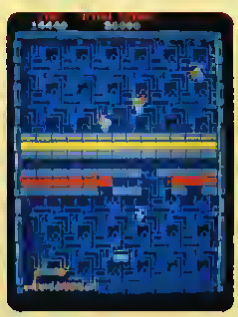
TAITRONICS

ARKANOID™









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PLAY INSTRUCTIONS

Shatter the wall sections with your energy ball by moving your VAUS craft left & right.

There are 3 types of walls:

(1) NORMAL WALL SECTIONS:
You can break a normal wall section by hitting it with the energy ball once. 50 to 120 points are awarded depending on the color.

(2) HARD WALL SECTIONS:
You need to hit these with the energy ball several times in order to break them.
The number of hits required are:

2 times —	1st to 8th rounds
3 times —	9th to 16th rounds
4 times —	17th to 24th rounds
5 times —	25th to 32nd rounds

Bonus points awarded for breaking the barrier wall section — 100 points times the number of the round.

(3) INDESTRUCTIBLE WALL SECTIONS:
You cannot break these wall sections.

Some wall sections contain power-up capsules. Catch the capsules to:

(S) SLOW DOWN	Slows down the energy ball.
(C) CATCH & FIRE	Catch the energy ball and shoot it back.
(E) EXPAND	Expands the length of the VAUS craft.
(D) DIVIDE	Splits the energy ball into three particles.
(L) LASER BEAM	Enables the VAUS to fire laser beams.
(B) BREAK	Allows the player to warp into the next play-field.
(P) PLAYER ADDITION	An additional VAUS awarded.

Power-up capsules are effective until the player is shot down, the round cleared, or until another capsule is picked up.

1000 points awarded for each capsule picked up.

HARMFULS appear from the top of the screen and creep through the broken walls. Hit them with the energy ball (100 points).

The round is cleared when all wall sections are broken.

There are 33 rounds in this game. In the final round, a huge enemy fortress appears. While avoiding bullets, hit him many times with your energy ball.

Game ends when all VAUS are lost or you clear all 33 rounds.

Additional VAUS awarded for higher scores.

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